

*B2*

Please amend the paragraph beginning at page 28, line 8 as follows:

Referring now to Fig. 13, one embodiment of a method flow diagram of the present invention is illustrated. It should be appreciated that from the foregoing disclosure one skilled in the art of game design can develop alternative method flow schemes that employ the previously disclosed data tables. The following disclosure is not intended to limit the invention to the specific method hereafter disclosed.

*SUB C1*

**In the Claims:**

Please amend Claim 1 as follows:

1. (Amended) A gaming device comprising:  
a plurality of symbols;  
a plurality of rounds;  
*B3* means for enabling a player to select one of said symbols in each of the rounds;  
a display device operable for displaying said plurality of symbols; and  
a controller operable with the selection means and the display device to randomly assign an item to at least one, a plurality of or all of the plurality of symbols, to enable the player to select one of the symbols in each of the rounds, and to provide an award to the player if said player selects one of the symbols having said assigned item.

*[Please amend Claim 2 as follows]*

2. (Amended) The gaming device of Claim 1, wherein said controller assigns an item to a plurality of symbols in each round.

*[Please amend Claim 3 as follows]*

3. (Amended) The gaming device of Claim 1, wherein said controller operates with a table of randomly selectable items.

*[Please amend Claim 4 as follows]*

4. (Amended) The gaming device of Claim 1, wherein said controller operates with a table of randomly selectable items, and wherein at least one item is adapted to be randomly selected more often than at least one other item.

*Subcl* [Please amend Claim 5 as follows:]

5. (Amended) The gaming device of Claim 1, which includes a table of numbers that designate how many rounds the player has in which to select from the plurality of symbols when said item is assigned to a percentage of symbols of said group.

*B3* [Please amend Claim 6 as follows:]

6. (Amended) The gaming device of Claim 5, wherein at least one number of said table is adapted to be randomly selected more often than at least one other number of said table.

*B3* [Please amend Claim 7 as follows:]

7. (Amended) The gaming device of Claim 5, which includes a plurality of tables of numbers.

[Please amend Claim 8 as follows:]

8. (Amended) The gaming device of Claim 7, wherein at least one number of each table is adapted to be randomly selected more often than at least one other number of said table.

[Please amend Claim 9 as follows:]

9. (Amended) The gaming device of Claim 5, which includes a quantity of tables of numbers equaling the quantity of symbols in a round.

[Please amend Claim 10 as follows:]

10. (Amended) The gaming device of Claim 9, wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.

Please amend Claim 13 as follows:

13. (Amended) A method for operating a gaming device, said method comprising  
*(a)* the steps of:

*b4*

- (a) displaying a plurality of symbols on a display device of said gaming device;
- (b) randomly assigning an item to at least one, a plurality of or all of said symbols;
- (c) selecting a prize;
- (d) enabling a player to select a symbol;
- (e) providing said prize to said player if said player chooses a symbol having said assigned item; and
- (f) repeating steps (a) to (e) in a plurality of rounds.

[Please amend Claim 14 as follows:]

14. (Amended) The method of Claim 13, which includes the step of selecting a number of player selections, said number defining how many rounds the player plays with a percentage of symbols that have an assigned item.

[Please amend Claim 15 as follows:]

15. (Amended) The method of Claim 13, which includes the step of selecting a number of rounds to be played from a table associated with a percentage of symbols that have an assigned item.

[Please amend Claim 16 as follows:]

16. (Amended) The method of Claim 13, which includes the step of selecting a number of rounds to be played from a table, wherein said selected number is adapted to be selected more often than a different number of said table, and wherein said table is associated with a percentage of symbols that have an assigned item.

Please amend Claim 17 as follows:

17. (Amended) The method of Claim 13, which includes the step of selecting a plurality of numbers of rounds to be played, wherein each selected number is associated with a different percentage of symbols in a round that have an assigned item.

Please amend Claim 18 as follows:

18. (Amended) The method of Claim 13, which includes the step of selecting a plurality of numbers of rounds to be played, each selected number belonging to a table of numbers, and wherein each table is associated with a different percentage of symbols that have an assigned item.

Please amend Claim 19 as follows:

19. (Amended) The method of Claim 13, which includes the step of selecting a plurality of numbers of rounds to be played, each selected number belonging to a table of numbers, wherein at least one selected number of a weighted table is adapted to be selected more often than a different number of said weighted table, and wherein each table is associated with a different percentage of symbols that have an assigned item.

Please amend Claim 20 as follows:

20. (Amended) The method of Claim 13, which includes the step of repeating steps (a) through (e) until said player selects a number of times equal to a selected number, said selected number being associated with a percentage of symbols that have an assigned item.

Please amend Claim 21 as follows:

21. (Amended) The method of Claim 13, which includes the step of repeating steps (a) through (e) until said player selects a number of times equal to a sum of a plurality of selected numbers, said selected numbers each being associated with a different percentage of symbols that have an assigned item.

Please amend Claim 24 as follows:

24. (Amended) A method for operating a gaming device, said method comprising  
the steps of:  
  
(a) displaying a group of symbols on a display device of said gaming device;  
(b) randomly assigning an item to a percentage of the symbols of said group,  
wherein the percentage includes the item being assigned to at least one, a  
plurality of or all of the symbols;  
(c) determining a number of rounds the player plays with the percentage; and  
(d) enabling said player to play said number of rounds.